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Purpose: Kinetic Energy

System Libraries
I/O Objects
Standard Namespace

User Libraries
none

Global Constants
none

Function Prototypes
float kineticEnergy(int m, int v)

main

Declare variables
ke,m,v

Prompt for Input
input mass and velocity of the object

```
float kineticEnergy(int m, int v)
{
    float ke= 0
    ke=(0.5 * m) * (v * v)
    return ke
}
```

Print:
The kinetic energy of the object

END

